

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	49	(game and emulator). clm.	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:06
L2	1576	(463/1,43-45).ccls.	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:08
L3	960	(703/23,26).ccls.	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:09
L4	704	(345/522,557).ccls.	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:09
L5	1408	(703/23,26,27).ccls.	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:11
L6	2	I5 and oam	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:11
L7	95	game and aom	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:12
L8	0	I2 and L7	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:12
L9	1023	game and emulator	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L10	33	I5 and L9	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13

L11	12	("4162792" "4249735" "4324402" "4327915" "4344622" "4359222" "4395760" "4398086" "4438926" "4639225" "5026058" "D318884").PN.	USPAT	OR	OFF	2008/02/15 12:13
L12	592	aom and memory	USPAT	OR	ON	2008/02/15 12:13
L13	22	aom and memory and game	USPAT	OR	ON	2008/02/15 12:13
L14	0	6000000h	USPAT	OR	ON	2008/02/15 12:13
L15	95	game and aom	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L16	1023	game and emulator	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L17	40	game and emulator and ((game adj2 boy) gameboy)	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L18	4	game and emulator and ((game adj2 boy) gameboy) and oam	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L19	12	("4162792" "4249735" "4324402" "4327915" "4344622" "4359222" "4395760" "4398086" "4438926" "4639225" "5026058" "D318884").PN.	USPAT	OR	OFF	2008/02/15 12:13
L20	592	aom and memory	USPAT	OR	ON	2008/02/15 12:13

L21	22	aom and memory and game	USPAT	OR	ON	2008/02/15 12:13
L22	0	6000000h	USPAT	OR	ON	2008/02/15 12:13
L23	95	game and aom	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L24	1023	game and emulator	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L25	40	game and emulator and ((game adj2 boy) gameboy)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L26	4	game and emulator and ((game adj2 boy) gameboy) and oam	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L27	1023	game and emulator	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L28	8	L27 and \$4compatable	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L29	17	oam adj2 memory	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/15 12:13
L30	95	oam and (emulator emulation)	US-PGPUB	OR	ON	2008/02/15 12:13
L31	37	oam and memory and game	USPAT	OR	ON	2008/02/15 12:13
L32	0	(oam and (emulator emulation)).clm.	US-PGPUB	OR	ON	2008/02/15 12:13
L33	1651	(emulator emulation).clm.	US-PGPUB	OR	ON	2008/02/15 12:13
L34	33	L33 and (color colour and palette).clm.	US-PGPUB	OR	ON	2008/02/15 12:13
L35	935	nintendo.as.	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13

L36	147	L35 and (emulate emulation emulator)	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13
L37	11	L36 and (object adj2 attribute) and palette and video	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13
L38	0	L36 and (object adj2 attribute) and palette and (video adj2 storage)	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13
L39	0	okada.in. and saoru.in. and ota.in. and masahiko.in.	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13
L40	4	okada.in. and satoru.in. and ota.in. and masahiko.in.	US-PGPUB; USPAT	OR	ON	2008/02/15 12:13
S1	12	("4162792" "4249735" "4324402" "4327915" "4344622" "4359222" "4395760" "4398086" "4438926" "4639225" "5026058" "D318884").PN.	USPAT	OR	OFF	2005/07/26 15:11
S2	435	aom and memory	USPAT	OR	ON	2005/07/26 15:09
S3	14	aom and memory and game	USPAT	OR	ON	2005/07/26 15:10
S4	0	6000000h	USPAT	OR	ON	2005/07/26 15:10
S5	42	game and aom	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/07/26 15:12
S6	562	game and emulator	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/07/26 15:14
S7	18	game and emulator and ((game adj2 boy) gameboy)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/07/26 15:17

S8	3	game and emulator and ((game adj2 boy) gameboy) and oam	US- PGPUB; USPAT; EPO; JPO	OR	ON	2005/07/26 15:18
S9	12	("4162792" "4249735" "4324402" "4327915" "4344622" "4359222" "4395760" "4398086" "4438926" "4639225" "5026058" "D318884").PN.	USPAT	OR	OFF	2007/01/16 14:41
S10	526	aom and memory	USPAT	OR	ON	2007/01/16 14:41
S11	17	aom and memory and game	USPAT	OR	ON	2007/01/16 14:41
S12	0	6000000h	USPAT	OR	ON	2007/01/16 14:41
S13	79	game and aom	US- PGPUB; USPAT; EPO; JPO	OR	ON	2007/01/16 14:41
S14	803	game and emulator	US- PGPUB; USPAT; EPO; JPO	OR	ON	2007/01/16 14:41
S15	26	game and emulator and ((game adj2 boy) gameboy)	US- PGPUB; USPAT; EPO; JPO	OR	ON	2007/01/16 14:41
S16	4	game and emulator and ((game adj2 boy) gameboy) and oam	US- PGPUB; USPAT; EPO; JPO	OR	ON	2007/01/16 14:41
S17	1019	game and emulator	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/07 10:10
S18	8	S17 and \$4compatable	US- PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/07 10:10

S19	17	oam adj2 memory	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/02/07 10:16
S20	93	oam and (emulator emulation)	US-PGPUB	OR	ON	2008/02/07 15:28
S21	37	oam and memory and game	USPAT	OR	ON	2008/02/07 15:28
S22	0	(oam and (emulator emulation)).clm.	US-PGPUB	OR	ON	2008/02/07 15:32
S23	1646	(emulator emulation).clm.	US-PGPUB	OR	ON	2008/02/07 15:33
S24	33	S23 and (color colour and palette).clm.	US-PGPUB	OR	ON	2008/02/07 15:34
S25	931	nintendo.as.	US-PGPUB; USPAT	OR	ON	2008/02/07 15:38
S26	147	S25 and (emulate emulation emulator)	US-PGPUB; USPAT	OR	ON	2008/02/07 15:38
S27	11	S26 and (object adj2 attribute) and palette and video	US-PGPUB; USPAT	OR	ON	2008/02/07 15:39
S28	0	S26 and (object adj2 attribute) and palette and (video adj2 storage)	US-PGPUB; USPAT	OR	ON	2008/02/07 15:40
S29	0	okada.in. and saoru.in. and ota.in. and masahiko.in.	US-PGPUB; USPAT	OR	ON	2008/02/07 15:47
S30	4	okada.in. and satoru.in. and ota.in. and masahiko.in.	US-PGPUB; USPAT	OR	ON	2008/02/07 15:47

2/15/08 12:25:44 PM

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